MARS ATTACKS QUICK REFERENCE

GAME STRUCTURE

- A Mars Attacks game/scenario is played as a **series of Rounds**.
- **Each Round consists of alternating player turns**, in which models are activated and cards are played.
- The **Round ends when all models have been activated**.
- At the end of each Round, both players (starting with the First Player of next Round) may **discard any cards & draw back up** to a 4-card hand.
- The **First Player** for each Round is who finished activating their models earliest in the previous Round (except at the start).
- **Victory is achieved** by the first player to gain eight Victory Points, or by defeating all opponent models, or as specified by the scenario.

PLAYER'S TURN OPTIONS

For Each Turn, Players MUST Do <u>One</u> of the Following

- **ACTIVATE** One or Two Models
- **ACTIVATE** One Model ***and*** PLAY One **CARD** (either order)
- PLAY One or Two **CARDS** (*<u>Only if</u>* all models have activated)
- **PASS** (*<u>Only if</u>* all models have activated. Locks-out all further action for this round, except for responding to enemy actions.)

FIGHTING DICE MODIFIERS

To FIGHT or SURVIVE, Roll THREE Dice PLUS:

+1 die for **Starting Turn in a Different Square** (Attacker only)
+1 die for **Having One or More Friends in Same Square**
+X dice per **Card Effect** (make decision *before* rolling any dice)
+1 die for **Each "8" Rolled**

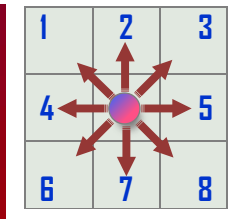
SHOOTING DICE MODIFIERS

To SHOOT or SURVIVE, Roll THREE Dice Plus:

+1 die for **Clear Shot** (*Attacker Only*)
+1 die for **Aiming First** (use "AIM *then* SHOOT") (*Attacker Only*)
+X dice per **Card Effect** (make decision *before* rolling any dice)
+1 die for **Each "8" Rolled**

SCATTER DIRECTIONS

Roll a Die for Scattering Direction
(From the POV of Player Rolling the Die)



RATTLED TEST

Roll ONE die per Surviving Model in the Target Square:

1-4: Rattled *(Lie Down & Hide)*
5-8: Kept Cool *(Carry On)*

ACTIVATE MODEL OPTIONS

To Activate a Model, Do <u>One</u> of the Following Eight Action Combinations. Also, Spend Heroics Points as Desired to Accomplish Extra Actions (see reverse):

☞	**MOVE 1**	*then*	**MOVE 0 or 1**	*[1]
☞	**MOVE 0 or 1**	*then*	**SHOOT**	*[1]
☞	**SHOOT**	*then*	**MOVE 0 or 1**	*[1]
☞	**AIM**	*then*	**SHOOT**	
☞	**STAND UP**	*then*	**MOVE 0 or 1**	
☞	**STAND UP**	*then*	**SHOOT**	
☞	**STAND UP**	*then*	**FIGHT**	*[2]
☞	**Do Nothing**			

*[1] If move into a square with an enemy, *must* stop & fight.
*[2] Only option available if starting a turn in same square as non-rattled enemy.

RESOLVING CARD EFFECTS

RANDOM LOCATION: Roll a die to determine row, then again to determine column. (Count from bottom left corner, player's POV).

PARTLY RANDOM LOCATION: Player chooses *either* row *or* column (and direction). A die roll determines the other. (Count from bottom left corner, player's POV).

TARGETED LOCATION: The player chooses the exact target location (and direction).

DIRECTIONAL: The attack affects the target square and all squares between it and the edge of the board in the chosen direction.

BLAST: The attack affects the target square & the eight squares adjacent to it.

MODEL STATISTICS TABLES

HUMAN SOLDIERS

	Shoot	*Fight*	*Survive*	*Range*	*Heroics*	*Abilities / Rules*
US Sergeant	**4+**	**4+**	**5+**	**1-6**	**2**	Brave, Follow Me!
US Trooper (Missile Launcher)	**4+**	**6+**	**6+**	**3-20**	**-**	Brave, Armor Piercing, Anti-tank
US Trooper (LMG)	**5+**	**5+**	**6+**	**1-12**	**-**	Brave, Covering Fire
US Trooper (Carbine)	**5+**	**4+**	**6+**	**1-6**	**-**	Brave
Civilian	**-**	**6+**	**6+**	**-**	**-**	Scared Civilian

MARTIAN SOLDIERS

	Shoot	*Fight*	*Survive*	*Range*	*Heroics*	*Abilities / Rules*
Martian Grunt Unit Commander	**4+**	**4+**	**5+**	**1-4**	**2**	Armor, Follow Me!
Martian Grunt (Freeze Ray)	**4+**	**6+**	**6+**	**1-6**	**-**	Armor, Freeze!
Martian Grunt (Disintegration Rifle)	**4+**	**5+**	**6+**	**1-4**	**-**	Armor

HEROES

	Shoot	*Fight*	*Survive*	*Range*	*Heroics*	*Abilities / Rules*
General Tor	-	3+	5+	-	5	Heavy Armor, Lord of Battle, Smite!
Deke	3+	4+	3+	1-6	3	-
Joe	-	3+	5+	-	4	Fixin' Stuff
Ashley	4+	6+	5+	1-4	4	Natural Leader*, Rapid Fire
Buddy	5+	3+	4+	1-3	3	Star-Crossed Lovers, Smite!
Brandi	4+	6+	5+	1-3	3	Star-Crossed Lovers
Phil	4+	6+	5+	1-4	4	Klutz
Edwyn	-	3+	4+	-	5	Armor, Brave, Dragon Slayer, Smite!
Eva	3+	4+	5+	1-3	4	Authority
Troy	4+	6+	5+	1-6	3	Too Many Late Nights

SPENDING HEROICS POINTS

Some Models Have Heroics Points Available at the Start of a Scenario. They Can Be Spent in Three Ways:

1) ***Avoid Being Killed*:** Upon being "killed", *automatically* spend one available Heroics Point to ignore the damage & save the Hero.

2) ***Do More in a Turn*:** In *addition* to a Hero's normal activation, spend up to one Heroics Point at the start *or* end of the turn, to *either*:
   a) *MOVE One Extra Square* **b) *SHOOT an Enemy Model*** **c) *FIGHT an Enemy in the Same Square***

3) ***Use a Heroic Ability*:** Abilities in red font are Heroic and can be used per each ability's description, at the cost of one Heroics Point.

MODEL ABILITIES & RULES TABLE

Anti-Tank Weapon	**+2 Shoot Dice**, only when targeting a VEHICLE.
Armor	**+1 Success**, when surviving against a *SHOOT* attack. If makes the difference that saves the model, then it is also ***Rattled***.
Armor Piercing	**Ignore any defensive ARMOR** (including HEAVY ARMOR). Armor is useless against this weapon.
Authority	**May take the first Turn** in a Round for their side & must be the first to act. Pay one Heroics Point before activating.
Brave	**Takes the hit to protect others!** A BRAVE model must be the target when in a square being targeted by a SHOOTING *or* a FIGHTING attack. *Does not apply if* the BRAVE model is NOT in the shooter's LOS, or if the BRAVE model is *Rattled*. If multiple BRAVE models, owner chooses. Also, BRAVE does *not apply* against attacks that target *all* models in a square.
Covering Fire	**Lay covering fire to pin-down the enemy!** *Applies only if the shooting model does not MOVE*. Choosing COVERING FIRE allows the SHOOTER to **target up to three squares instead of one**. Each chosen square must contain at least one target that could be shot at normally, and each square must be adjacent to at least one of the other square(s). DO NOT ROLL DICE. Instead, *all LOS models* in the targeted squares are immediately ***Rattled***.
Dragon Slayer	**+1 Fight Die,** when *FIGHTING* any model that is, mounted on a larger base than for a normal human, or too large to be mounted on a base.
Fixin' Stuff	**Fix & keep a Martian artefact!** Upon revealing an ALIEN SECRETS COUNTER, *instead of* removing it for VPs, may *choose* to consider it a Martian artifact and fix it. Making this choice costs one Heroics point. If so, *discard* the counter and roll a die: **1-3: Martian communicator.** You fixed it, but as you don't speak Martian it doesn't do you any good. *No effect*. **4-6: Martian Disintegrator.** This model gains **5+ *SHOOT*** & **1-4 *RANGE*** stats. **7-8: Martian Freeze Pistol.** Gains **5+ *SHOOT*** & **1-3 *RANGE*** stats. Use the "Freeze!" ability when using this weapon.
Follow Me!	**Inspire the Troops!** *Complete the model's activation as normal*. Then may spend one Heroics Point to nominate up to **four *unactivated* friendly *Soldiers***, each no more than two squares away. One at a time, activate each nominated soldier and complete each activation before moving on to the next. Mark each as activated, normally.
Freeze!	When using the **Freeze Ray**, must roll a separate attack against *each LOS model* in the target square. Any **surviving** models are **marked as activated**.
Heavy Armor	**+2 Success**, when surviving against a *SHOOT* attack. If makes the difference that saves the model then it is also ***Rattled***.
Klutz	May **re-roll** any dice that show a **"1"**. (Though, a "1" still counts as a fail rather than a success).
Lord of Battle	**Battlefield Leader!** Use same instructions as for "FOLLOW ME!", except choose ***any square*** as the focal point.
Natural Leader	Use same instructions as for "FOLLOW ME!", except nominate **one *unactivated* friendly *hero*** instead of soldiers.
Rapid Fire Weapon	**Attack several enemies with one shooting action!** This model cannot use *AIM*. Make a normal *SHOOT* attack. If the target is *Rattled or Killed* then may make an attack against another enemy *in the same square,* and as part of the same *SHOOT* action. (Roll the dice again as if a normal SHOOT attack, but don't count it as a separate action). Normal modifiers apply.
Scared Civilian	**Run! The Martians are attacking!** If this model *starts* a Human Turn within *two squares* of a Martian, the Human player may choose to **move it instead of another model**. Move the SCARED CIVILIAN using ***SCATTER (3)***. If it enters a square with only Martian models, or only Human models, then *remove* the SCARED CIVILIAN - it counts as either a CRITTERS or an ALIEN SECRETS Counter for the side that claimed it. *Cannot play cards* on a SCARED CIVILIAN. This model cannot be *individually* targeted.
Smite!	**Use for FIGHTING**. The opponent, if not killed, ***will be Rattled even if they win***. Cannot use Survive. Smites cx each other.
Star-Crossed Lovers	**Ah, the draw & power of love!** Each lover can **never willingly be more than one square away from their partner** *while both are alive*. **If the partner is killed then this model *will* go crazy!** For each enemy it kills, it gets a Heroics Point to spend that Turn, and the *turn limit for spending Heroics Points is lifted!* In a scenario, use both lovers or none. Each counts as a separate choice.
Too Many Late Nights	**Those First Person Shooter games make for good practice!** This model *freely MOVES* one square only *if it fails to kill* its target with a *SHOOT* attack. Doing so costs one Heroics Point. This "duck back" must be used immediately, or not at all.

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v1.0 By BGM

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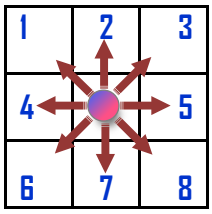

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Joe	-	**3+**	**5+**	-	**4**	Fixin' Stuff
Ashley	**4+**	**6+**	**5+**	**1-4**	**4**	Natural Leader*, Rapid Fire
Buddy	**5+**	**3+**	**4+**	**1-3**	**3**	Star-Crossed Lovers, Smite!
Brandi	**4+**	**6+**	**5+**	**1-3**	**3**	Star-Crossed Lovers
Phil	**4+**	**6+**	**5+**	**1-4**	**4**	Klutz
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